EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L6	7	(bound$4 with (box or spher$4 or polygon$4 or polyhedr$4)) same (model$4 or mesh or tessellat$4 or tesellat$4 or tesselat$4 or subdiv$4) same ((intersect$4) with (order$4 or rank$4 or sequen$4 or sequent$4 or list$4)) same ((line or ray) with (model or mesh or primitiv$4 or polygon$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L7	117	((intersect$4 or penetrat$4 or hit) with (ray or line)) same ((move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (ray or line)) same ((occlud$4 or occlus$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L8	197	((intersect$4 or penetrat$4 or hit) with (ray or line)) same ((move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (ray or line)) same (occlud$4 or occlus$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L9	51	((intersect$4 or penetrat$4 or hit) with (ray or line)) with (move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (occlud$4 or occlus$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L15	12	((JEROME) near2 (MAILLOT)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2007/10/25 11:09
L17	0	(((insterect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm.	US-PGPUB	OR	ON	2007/10/25 11:15
L19	11	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm.	US-PGPUB	OR	ON	2007/10/25 11:17
L23	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) and bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:18
L24	0	(((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L25	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19

L26	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L27	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L28	3	((insterect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L29	591	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/10/25 11:22
L30	1	((intersect$4 or penetrat$4 or hit) with (ray or line)) same ((move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (ray or line)) same ((occlud$4 or occlus$4 or hidden or hide) with (ray or line)) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L31	1	((intersect$4 or penetrat$4 or hit) with (ray or line)) same ((move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (ray or line)) same (occlud$4 or occlus$4 or hidden or hide) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L32	1	((intersect$4 or penetrat$4 or hit) with (ray or line)) with (move or movement$4 or moving or translat$4 or rotat$4 or displacem$4) with (occlud$4 or occlus$4 or hidden or hide) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22
L33	3	(bound$4 with (box or spher$4 or polygon$4 or polyhedr$4)) same (model$4 or mesh or tessellat$4 or tesellat$4 or tesselat$4 or subdiv$4) same ((intersect$4) with (order$4 or rank$4 or sequen$4 or sequent$4 or list$4)) same ((line or ray) with (model or mesh or primitiv$4 or polygon$4)) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/10/25 11:22

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L23	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:27
L24	0	(((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L25	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L26	0	(((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L27	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L29	591	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/10/25 11:22
L34	0	23 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L35	0	24 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L36	0	25 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L37	0	26 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L38	0	27 and 29	US-PGPUB	OR	ON	2007/10/25 11:27